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Wastelands

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"This is my story, not yours. You must let me finish telling it." — This article/section is a stub[W]. You can help Witcher Wiki by expanding it.

The **Wastelands** (Polish: *Pustkowia*) are an uninhabited area located between Solveiga Gate and Elskerdeg Pass. Traveling here alone is rather dangerous.[1]

The World of the Witcher

> *"We crossed the Solveiga Gate six days ago, finally leaving civilized lands behind. Presently we are at least three hundred miles from the nearest human settlement of any decent size. Before us is the steep massif of the Fiery Mountains and Elskerdeg Pass, beyond which lies our goal—the exotic Zerrikania and the distant, mysterious Haakland. Before we reach them, however, we will need to cross dangerous, ill-famed lands, for beasts, wraiths, and tribes hostile to humans prowl the surroundings of Elskerdeg. Only yesterday we discovered the horrifying evidence of a cannibalistic feast among the remains of an encampment. The terrible sight chilled the blood in my veins, but we travel in a fully armed company, and surely will be able to defend ourselves from any assault." —Fragments of a diary found among the wreckage of a plundered caravan near the Elskerdeg Pass*
>
> *The World of the Witcher*

References

1. ↑ *The Lady of the Lake*

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